BAGIAN: DESIGN 3Dsmax 8

1a. Import Gambar AutoCAD

\File\Import; *.DWG; ⊠ Combine Objects by Layer ⊠ Weld ⊠ Auto smooth ⊠ Unifv

Normal 🗵 Cap closed object 1b. Menggambar Objek



F12 = pindah Section 🕖 = putar gambar ; 🚓 = pindah gambar

Helix

= Skala gambar ; 🖳 = pilih objek ·2.7 × 🖥 = seleksi gambar

Text

2. Aplikasi Material

Pilih : M ; Standard Arsitektur, Library, Open; Standard sendiri, Standard,

Arsitektur, Diffuse color,

Diffuse map, Bitmap;

Sub Object, Standard, Multi/Sub object; 🥰

3. Aplikasi Material Mapping

Pilih ; Planar (roti), Cylindrikal (objek bentuk silinder), pilih Combo UVW Map, ubah U

Tile dan V Tile

4. Menambah Objek Cahaya Interior

Top viewport; 🔊 ;

	200000000000000000000000000000000000000	200000000000000000000000000000000000000
	Taxoet Spot	Free Spot
		and the second
	. Target Direct	Free Direct
	Omni	Skylight
888		
	mr Ausa Omni	mi Area Spot

Edit\Clone = untuk kopi cahaya

5. Menambah Cahaya Eksterior

Top viewport; 🔌 ;

-		
	Bones Ring Ar	150
	Control Contin	
******	June 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
•	Pi	
	piped	

, Atur time, location ;

Multiplier 5

6. Menambah Kamera

- Top viewport, [; Farget; Klik kanan 1 letak kamera: Klik kanan 2 letak target;

02

3DS MAX 8

Perspective viewport, tekan C; 7. Membuat Path Animasi - Top viewpor, 🦓 ; 🌁 ; Pilin LINE ; - Create metode + 🗵 smooth; buat qaris kamera; edit 🖋 ; seleksi 🦠 🐣 ; 💠 IF12} 8. Membuat Aminasi 03 - 🖾 , 🗵 Custom, FPS = 20, Length 600; 🔣 ; pilin Cameral [objek]: (S): (+) Klik Path Constraint; tombol Add Path; pilin LINE: 15. 9. Animasi Kamera Target 🗓 pilin Carmera 1. Target; atur posisi 0; 🚧 jatur posisi awal Target; 💠 ; Auto Key . 🖪 10. Render Animasi -Camera1 viewport; \Rendering\Render; \Si Adive Time seament 0 to 100, tombol Render 11. Material -Material Foto; Pith objek, M., Diffuse, Bitmap - Material Tile; Pilin objek, Mt. Diffuse, Bitman U10 V10 3DS MAX & -Material Kaca; Pilih objek, Mt, Opacity 70, Diffuse, color hijiau BAGIAN: MENGGAMBAR 3Dsmax 8 JAM 1: (1) Object Geometri: [3], [3] [standard primitives]. Box 200x100x5; [Extendent Primitives], RingWave R100 W50 H10; (2) Objeck Shape; [Shape] Circle 100, Line;

(3) Pindah F12; (4) Rotasi F12; (5) Skala F1; (6) ganti nama; (7) ganti wama; (8) Seleksi objek dgn nama JAM 2: (1) Mesh , Kik kanan \Converto Editable mesh;

| (2) zoom 3 単比思 | 2 からら

JAM 3: (1)Sabung, , , , , , kk 1, (Compound Object), Boolean, S. Substration (a-b), Pick Operand B, Kilk 2, (2), Lofting, bust LINE Smoth, Circle, pilh circle, (Compound

Objedj, Lott, Get Path, pith Line, , Deformation-Scale, kilk node 2, , tengah garis, , (3) Shapet Werge, buat TEAPOT R50, Text 20, pith teapot, [Compound Objed],

SharpeMerge, Get Path, pilin text, <u>JAM 4</u>: (1) Kamera, (2) Rendering, (3) Cahaya, (4) Material standard, (5) Material sendiri, (6) Transparasi & Refleksi, (7) Material Multi <u>JAM</u>

X400Y150Z300,(4) halus, text 100, Extrude, Amount 30, (5) Garis, teapot R50, Lattice, StrutsR1, JointsR2, (6) Tebal face, shel. JAM 6: (1) Animasi sederhana, (2) Animasi Path,

(3) Render animasi <u>JAM 7</u>: (1) Volume Lights, Spot, Almosphere&Effect, Add, Volume light, setup, ubah wama, DesniyB 1, (2) Lenseffects, omni, Almosphere&Effect, Add, Vens effects, setup, glow&ing&ray, size 20, (3) Kabut, & api

[helpers| Atmospheric Apparatus| Sphere Gizmo]

BAGIAN: Photoshop Cs

A. TINGKAT PEMULA

(2) Styles, 💯 (3) Filter (1) Warna, 🥙 Solid Color... Blending Options... detictic Gradient, ... 840 Dates: Dree Shadow... Rough Strokes Levels... Inner Shadow... Descrit Outer Glow... MARKE Coor talence Brightness/Creatient ... teaser Glove... Birelate Senter Revel and Emboss... tweiSaturation. Setection Color... Sharpers Satio.... Chargel Nixer... Sketch Color Overlay... describent block... Stylize Photo Fitter... Gradient Overlay ... Texture Pattern Overlay... Video timeshold ...) Other

Stroke ...

(4) Layer, Baru , pindah posisii, atur posisi, hide gandakan [drag+move+], hapus], transparan Opacity: 100% N, gabung [\Layer\Merge layer], nama, warna [\Layer\New Fill Layer]

B. TINGKAT MENENGAH

Posterize...

(1) Selection, ; pindah gandakan [Alt+klik+pindah], kopi [\Edit\copy DEL. ubah seleksi \Edit\paste\. hapus [\Edit\transform], halus sisi [\Select\Feather],

05

C. TINGKAT DESIGN (1) Pemilihan objek, (1) Semilihan objek, (2) Text, (3) Sopi, pilih, \Select\Feather (3) Buram \(\text{Filter\Blur\Gaussian Blur, (4) Sinar}\) (Filter\Render\Lens \(Flare (5) \) Tambah \(Objek \) (File\Open, *.jpg, pilih drag ke gambar baru D. SIMPAN Menu \(\text{File\Save As..., *.jpg}\) BAGIAN: Freehand

- (1) Editing, pilih objek [klik]
- Dolect Sti NFII A Te Doc
- (2) Warna, pilih objek [klik], ubah warna, **!=!
- (3) Panel penyimpanan,

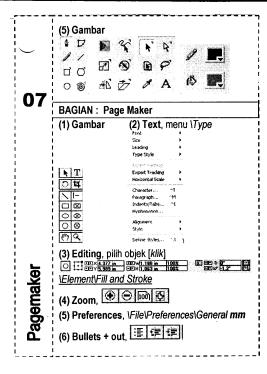
 Swatches Wallayers (3) Styles
- (4) Lembar kerja, menu \View\
 Page Rulers Fit Selection

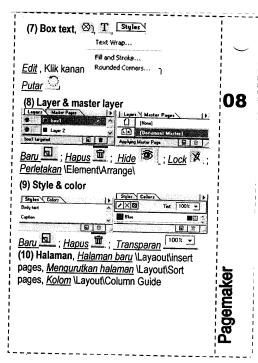
Page Rulers Fit Selection
Text Rulers Fit To Page
Grid Fit All
Perspective Grid Magnification

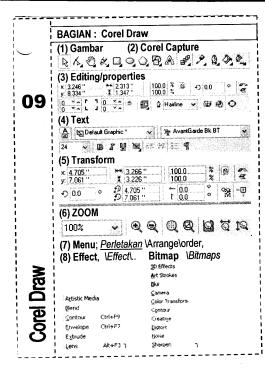
Perspective Grid Magnification Guides a Custom

cation

Freehand







	,
BAGIAN: AUTOCAD 2D&3D	! !
A. DASAR-DASAR GAMBAR 2D (1) Element; menu, toolbar, command line, short cut, (2) Koordinat; (X,Y), (@Lx,Ly), (Lr <sudut), (3)="" dsetting,<="" snap;="" td=""><td>40</td></sudut),>	40
B. MENGGAMBAR 3D 1. Menggambar 2D (draw) //コロロイのじゃっつ	10
2. Bantuan メるみを 部中の日瓜ナー/ロロアで、	
C. DASAR-DASAR GAMBAR 3D 1. Layer; Jacob	
D. MENGGAMBAR 3D 1. Menggambar solid (Solid)	1 1 1
000000 dis	-
2. Menggambar permukaan (Surfaces) マダ因なななのでののなるのだなか	8
3. Memperbaiki gambar solid (Solid Editing)	8
B00000000000	

Pertemuan: 1

1.Time schedule & Critical Path Metode [I.1&2]

2. Element windows ms project; Menu, toolbar, shortcut, view bar, task sheet, bar chart

3. File baru /File/New...; password

4. Tanggal proyek \Project\Project Informat ion... & properties \File\Properties

5. Kalender \Tools\Change Working Time...[1.3]

6. Tulis kegiatan pada gant chart [I.4]

Pertemuan : 2

1. Daftar kegiatan, \View\Gant Chart; Sub/
tingkat kegiatan, Hapus DEL, Batal Ctrl+Z, Sisip
NSERT Showhide take * - Outline tesk &

INSERT, Show/hide teks → -, Outline tesk ←
→, tampilkan nomor outline \tools\toption -tab

view - Show outline Number, Memasukkan proyek Vnsert\Project

2. Memasukan daftar kegiatan; Terjadi sekal\(\)

\View\Gantt Chart, isi Task Name, Terjadi berulang-ulang \Insert\Recurring Task, Milestone

d=0 \View\Gantt Chart, isi Duration = 0d, <u>Milestone d>0</u> Task information-tab Advanced √ Mark task a milestone duration >0

3. Mengganti standart Duration\Work,

\Tools\Options-tab Schedulle, Duration entered in days, Work entered in days

PROJECT

4. Mengganti mata uang, \Tolls\Optin - tab view, Symbol Rp. 5. Menaksir Tanggal \Tooks\Options... - tab Schedule Pada Duration is entered in = Davs: Dari task name, Dari bar chart geser 6. Membuat catatan Tekan toolbar Task Notes atau 🥬 Pertemuan: 3 1. Hubungan kegiatan.FS 1fs, FF 3ff, SS 5ss. SF 7sf, Lag Time negatife FS-50%, Lag time positif FS+1 d [1a] Isi Predecessor, [1b] CTRL+2 Taskname 🎬 🖄 , [1c] 🎒 Predessor, [1d] Barchart drag 2. Ketergantungan kegiatan \View\Gantt Chart, isi Predecessor atau Predessor Batasan waktu Tab Advanced, isi Constraint Type; Default As Soon As Possible; 3. Hubungan kegiatan dengan waktu Tab Advanced, Tab Advanced, isi Task Type Pertemuan: 4 1. View bar; calender, Gantchart Diagram batang, Networkdiagram flowchart, TaskUsage diagram angka, Tracking gant diagram batang pelaksanaan, Resource graph diagram batang SDM. Resource sheet lembar SDM. Resource

Usage Diagram angka SDM, More view gabungan (\windows\split)

2. View Table, Cost biaya, Entry tanggal, Hyperlink hub, Schedulle jadwal, Summary total, Tracking pelaksanaan, Usage remakaian, Variance perbedaan, Work

pekerjaan
3. Task sheet, Mengganti ket. Kolom klik 2x
pada judul, Sembunyikan kolom klik kanan pada
judul lalu Hide column, Sisip kolom klik kanan
pada judul lalu Insert column, Ganti huruf klik
kanan pada judul lalu Text style

4. Bar chart, mengenal barchart



Merubah judul barchart klik 2x pada judul, Merubah format barchart klik 2x pada barchart, merubah format barstyle \Format\bar style.

- Gridline, mengenal gridline, merubah format gridline \(\text{format} \) gridline \(\text{format}
- 6. Merubah jenis huruf, \Format\text style..,

03

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Pertemuan: 5

BIAYA

1. Biaya Proyek, [1] Langsung -bhn, tenaga kerja, sub kontraktor, peralatan, [2] Tak langsung un management -biaya umum (adminnistrasi, listrik dll) dan keuntungan [3] Biaya tetap (Fixed cost), \View\Gantt chart- Table\Cost, isi Fixed Cost dan Fixed Cost Accrual

Biaya langsung

ď	NA-400	-	***	***	State Market Street	Chairtean Re-Lescopes	Codelina	Artne A	Savar al
22	String	Stee		8	fer. 17 (80) (850e)	Por 2,883 (838)	\$4.000	Proceeding	The said
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	CONTRACT OF STREET	1404		- 4	26.0000	Mr-CSORy	79-70-700-00	50%	Starves
	\$9912 (\$900)	03000			Par Suchassiante	Sections:	19.000		Streets

Biaya tak langsung

Tesk Hame	Duration Productions	Resource Names "	
Proyeck Sictif	35 days Cdays	Sieye Urnum	
446 - 472 - 44 - 44 - 44 - 44 - 44 - 44 - 4	7.00		



Termyn

3. Cara pembayaran proyek (Acruel at), (a)

Start unt beli bahan, (b) Prorate unt harian tenaga kerja, (c) **End** unt kerja borongan, (d)

101	Odays	Sub-kon 2 1
D2	Salays ?	Sub-kon 2.2
1 03	5 days 8	Sub-kon 2.3
1 D4	O days 9FS+5 days	Sub-Kon 2.4
	2 days 4	Pekeriof41 Sements

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4. Memasukkan sumber daya, \View\Resource Sheet- Table\Entry, \Tools\Resources\Resources Assign

, Merubah satuan unit \Tools\optionstab schedulle - show assigment units as

Decimal

5. Memasukkan volume, Pada Assign Resource, isi Units = Volume. Max 2 angka desimal

6. Memasukkan biaya dan cara pembayaran

7. Memasukkan waktu kerja

05

Pertemuan: 6

INPUT DATA RENCANA PROYEK

1. Input Secara Detail menggunakan Analisa BOW, unt tenaga kerja dibagi *duration*

lle.	Uralan Peherjaan	Wakte	Vel	BOM	Total	Units
Т	7	3	1	3	b=4x3	*6.0
Т	Pasang bata	ы	3m3	Eshan:		
		1		475 bh Bafu Balo		1425 bh
				3.9 zak Semen		11.7 zak
				0.38 m³ Pasir		1.14 m²
				Tenama:		
				2.5 Tukang balu	15	2.5 org
				0.25 Kepala Tukang	1.5	0.25 oru
		1		7.5 Pekege	45	7.5 org
		1	t	0.38 Mandor	2.25	0.38 org

Untuk sumber daya tensos harus dibagi dengan waktu (Duratio 1)

2. Input Secara Unit Price

No.	Urzian Pekerjaan	Vel	Sat	Harga Satuan (Rp)	Harga Total (Rp)
1	2	3	4	5	3*5
1	Galien tanah	228.76	m3	14,000.00	3,202,640.00
2	Urug tanah kembali	137.26	m3	6,000,00	823,550.00
3	Buang tanah	91.50	m3	10,000.00	915,000.00

Pertemuan: 7

PERATAAN SUMBER DAYA

- 1. Lintasan kritis, \(\text{Format\Text Styles}\), Pada \(\text{Item to change} = \text{Critical Task}\), Pada \(\text{Color} = \text{beri warna merah}\)
- 2. Levelling, [1] Cara ubah duration pada critical task, [2] Cara pengguna sumber daya

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MS PROJECT